

# 7<sup>th</sup> Pasture

## Introduction

Once upon a time, there was a flock of sheep who weren't very happy about their living conditions. Their pasture was muddy and green grass was scarce. Day after day, they would trudge through the mud and try to find some grass to eat, but it never felt like enough - it wasn't filling at all. Hungry and tired of the mud, the sheep looked around them as far as they could see. Through the fence, they saw that the next pasture over looked slightly better, but was still not quite enough. Finally, the smallest sheep climbed onto the back of the biggest sheep and was able to see several pastures over.

There was no mud over there!

And the grass looked amazing!

It was like Heaven...for sheep. Sheep Heaven!

Salivating and tummy's rumbling, all the sheep were determined to get to that 7th Pasture first, but they knew the danger. Three wolves have been wandering around the area, so the sheep had to be very careful to avoid them.

They helped each other hop the first fence, and then the race was on!

## Overview

Players compete to be the first to get their sheep to the 7th Pasture. Dice dictate how pieces move and players move sheep (and wolves) according to the roll. Players can collect and use Bonus Cards to help them win the race. The first player to *hoof it* to the 7th Pasture wins the game!

## Components and Requirements

1 Board

6 Sheep (various-colored pawns)

3 Wolves (black pawns)

2 6-sided dice (numbered white die; indented black die for stickers)

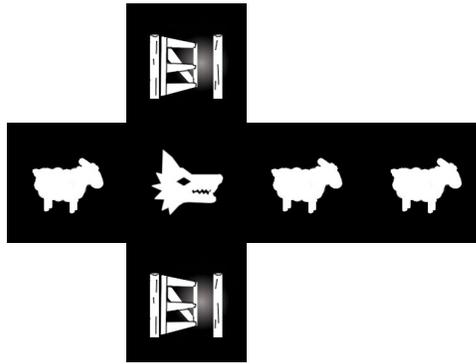
Stickers: 1 Wolf, 2 Gates, 3 Sheep

2-6 Players, Ages 12+

30-60 minutes

## Setup

*When you first play the game, you will need to apply the stickers to the black die. Use the image below to reference how to place the stickers.*



Place the board in the middle of the playing area so all players can reach it. All players choose which colored pawn (not black) will be their sheep. Place your sheep on the Start space. Place the wolves (black pawns) on the Wolf Start spaces (with a wolf head image). Place the Bonus Cards in a draw pile next to the board, face down. Place the dice next to that. You're ready to play!

## Gameplay

The player who last touched a sheep goes first. If no one, then the player who last wore wool goes first. That player rolls both dice to start their turn. The black die shows which piece will be moved. If it's a sheep, you move your sheep piece. If it's a wolf, you will move *all* of the wolves (and not your sheep). Move the piece(s) around the circle (Pasture) it's in by the number rolled on the white die, in either direction. You can choose whichever direction you desire on each turn. This applies to both sheep and wolf movement. If you roll a Gate on the black die, ignore the white die and move your sheep from its current space into the space adjacent to it in the next ring in, moving closer to the 7th Pasture (the one in the center of the board). If there are two spaces connected/adjacent to it, pick the space that lies in the direction you're intending to go in that Pasture and place your sheep there. Your turn ends.

If you land on a Star space, draw a Bonus Card. You can use these cards on any of your future turns. Discard the card when it's used. The discarded cards can be shuffled if a new draw pile is needed. If a wolf piece touches a sheep in its movement (not just lands on it), all touched sheep go back to Start. If you land on a space with a black wolf piece, your sheep goes back to Start. If you pass through such a space, you're safe. Two sheep can share a space, but if a third joins them, all of the sheep go back to Start. Play passes to the left.

## Winning the Game

Play continues as described above until one player rolls a Gate and lands in the 7th Pasture, winning the game.